

PRESENTATION LOGBOOK

- * What is a comic?
- * A little bit of history
- Difference between a comic strip and a comic book
- * How to read a comic book
- * How to use them in class
- Free software to use in class
- Projects involving comics

MY OWN HISTORY WITH COMICS



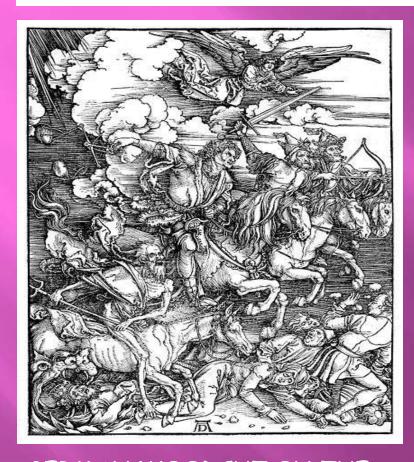


DEFINITIONS OF COMIC

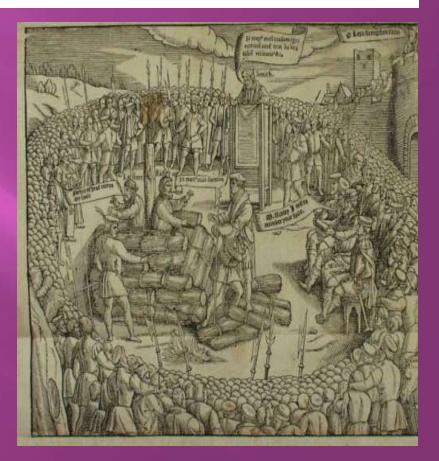
According to the Merriam-Webster dictionary it could mean the following:

- 1) related to, or marked by comedy (a comic actor)
- 2) causing laughter or amusement (as in "funny" a comic monologue)
- 3) of or related to comic strips (as in "the comic section of the newspaper")

A LITTLE BIT OF HISTORY

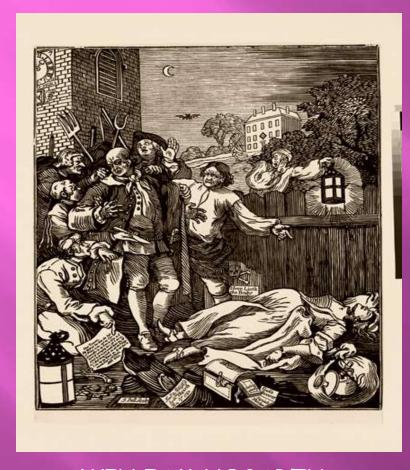


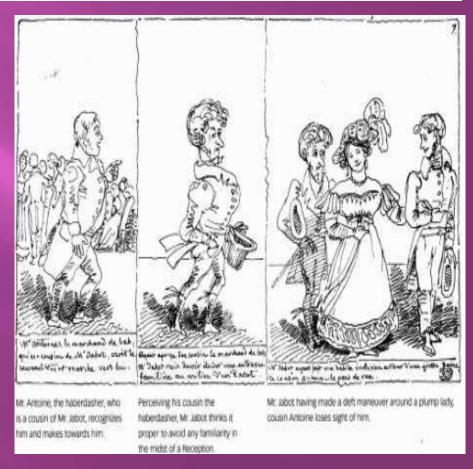
GERMAN WOODCUT ON THE LIVES OF SAINTS



THE BURNING OF CRANMER, RIDLEY AND LATTIMER

EVOLUTION OF COMICS



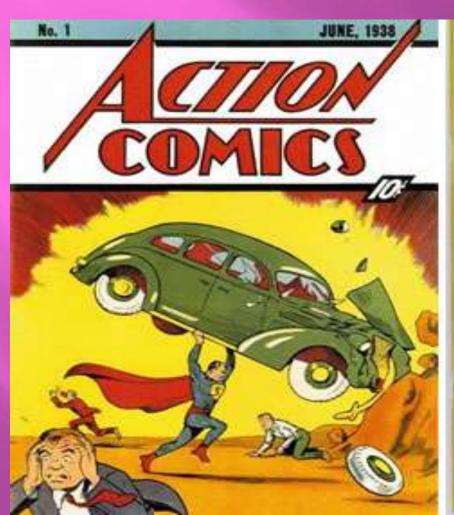


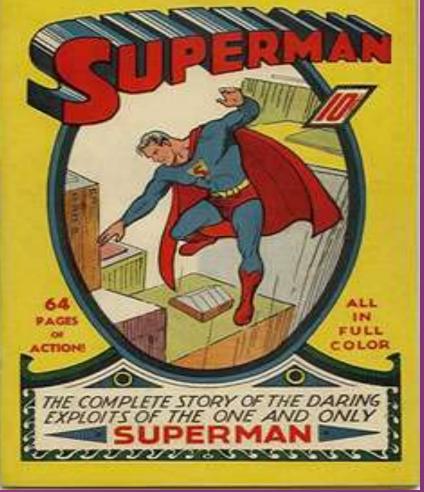
WILLIAM HOGARTH

RODOLPHE TOPFFER



THE FIRST COMIC BOOK





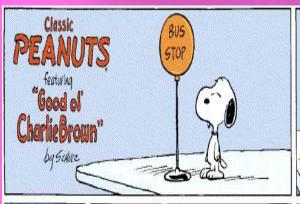
DIFFERENCES BETWEEN A COMIC STRIP AND A COMIC BOOK

COMIC STRIP

- * Single panel
- Objective: get a "gag" across
- Mostly humorous or satirical
- * Stories stand alone
- Single author

COMIC BOOK

- Any number of panels
- Objective: develop a plot
- Any topic is possible
- * Continuity needed
- * Creative team



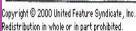


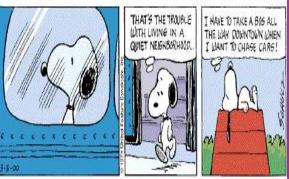














COMIC STRIP

COMIC BOOK

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WHY USE COMICS WITH STUDENTS?

FOR THE BEGINNER

- They are graphical elements
- They help to go from concrete to abstract
- They are enjoyable for most people



FOR THE ADVANCED

- They contain the complexity of "normal" written material
- They can be a stepping-stone for more advanced reading

OTHER BENEFITS OF USING COMICS

- * Provide a variety of topics
- Supply a starting point for a class debate / discussion
- Lead to useful grammar and vocabulary exercises
- Contain humorous and familiar escape for pupils
- Help students improve their reading / writing skills
- Show authentic language and Culture
- Reflect human idiosyncrasies, stereotypes and life conflicts
- Facilitate character and plot analysis
- Lead to easy and funny situation-simulation games

HOW TO READ A COMIC

* Western civilizations -



* Most eastern civilizations -



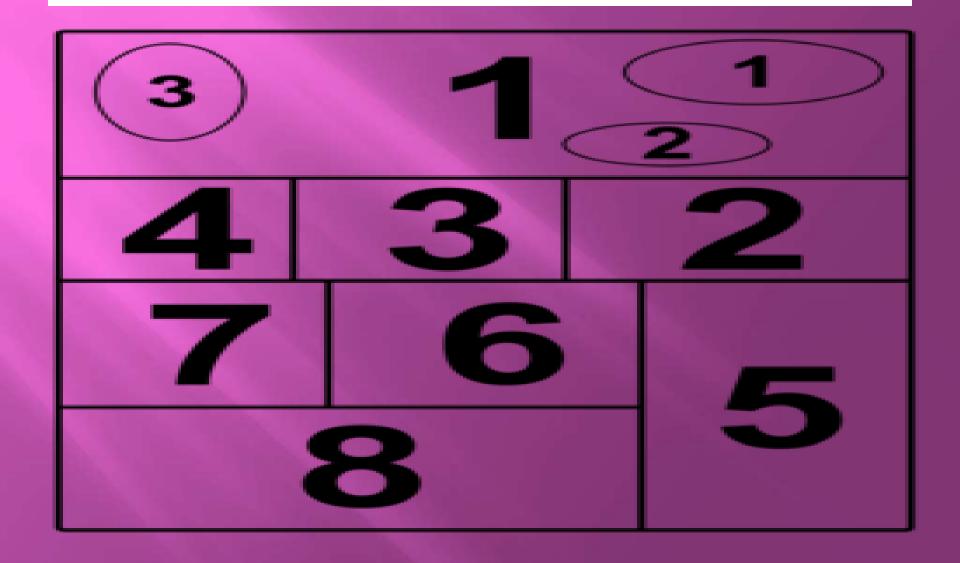
* Some eastern civilizations -

* Mayas -

* Egyptians -



MANGA READING



ICONS USED IN COMICS

Scott McCloud: defines ICON as any image used to represent a person, place, thing or idea.

* SYMBOLS







* ICONS OF LANGUAGE, SCIENCE AND COMMUNICATION A B C 1 2 3 ® 1/4 ±

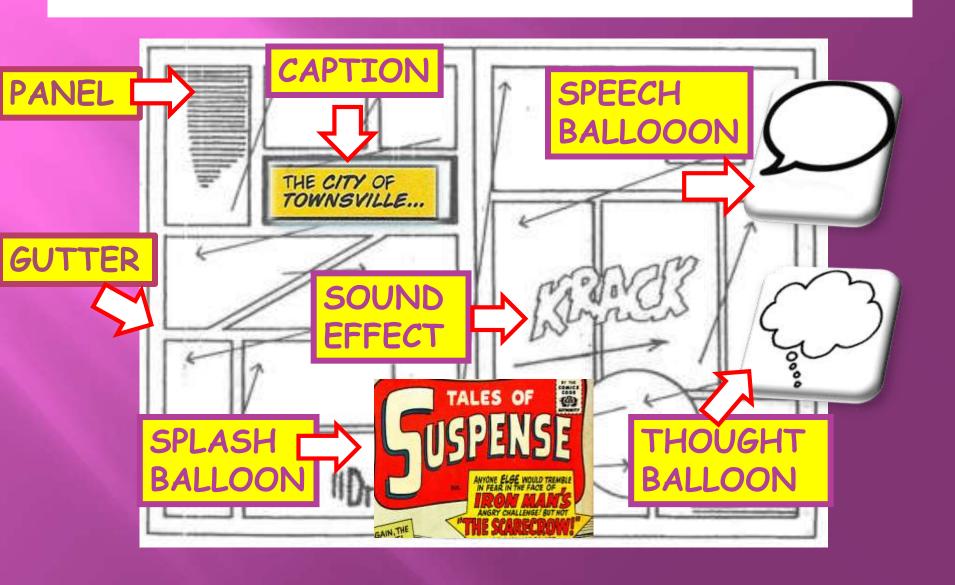
* PICTURES







THE VISUAL PART OF A COMIC



EXPERTS ON USING COMICS

- Students should be exposed to as much authentic material as possible. (Davis, 1997)
- One benefit of using comics in teaching is their ability to motivate students. (Yang, 2003)
- Comics employ a form of visual language that is almost universally understood. (Sones, 1944)
- Its interplay of visuals and texts allows students to expand their visual-spatial intelligence. (Morris et al, 2002)
- Because of this interplay, comics are easily accessible to non-native speakers of English, at any age group or learner level. (Davis, 1997)
- Visual permanence is unique to comics. (Yang, 2003)

READING ACTIVITY #1 UNDERSTANDING VISUAL SYMBOLS

A BAD SMELL



HEAT



SHOUTING



A TELEPHONE RINGING



GAMBITS TO BE USED IN THE ACTIVITY

* FOR EXPRESSING OPINION:

- As I see it...
- It's my feeling that...



* FOR AGREEING:

- I couldn't agree with you more
- We're on the same page



* FOR DISAGREEING:

- "I see you point but don't you think that..."
- "I utterly disagree with you"



READING ACTIVITY #2 -PUTTING FRAMES IN ORDER









GAMBITS TO BE USED IN THE ACTIVITY (WITH MODALS)

* ASKING FOR OPINION:

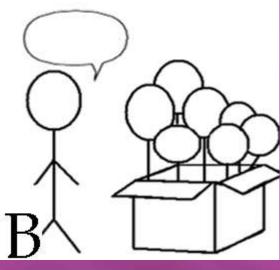
- Could it be that we place pictures in this order ...?
- May we place the pictures in this order ...?

* REPLYING:

- We should / shouldn't place them...
- It must / mustn't be like this...
- They can / can't be arranged...
- We might try in this way...

READING ACTIVITY #3 -COMIC JIGSAW







-I'll buy the cat food this month and you'll buy the Insuline.

- Now, THAT sounds like a plan

-Now what?

- Now what?

- Room for one more?

A- by Rick Kirkman / Jerry Scott

B – by Rima Basu

C- by Elgin Bolling

SPEAKING ACTIVITY

- * Group level: any
- Objectives: to develop the habit of reading; to foster discussion; to review functional language
- Background: students came to expect this activity;
 it became enjoyable, therefore more productive
- * Process:
 - students read a part of a comic (it is better if comics are different for each student)
 - then they get in pairs and interview each other following some criteria assigned by the teacher
 - they may swap pairs again in order to exchange the information received from the previous student

"Your mission, should you decide to accept it, is..."

- To read a part of the comic book in the time provided
- Interview someone who has read something different and ask him/her these questions:
 - Who are the characters? (including a brief description of them)
 - Where is the story set?
 - Ask for a plot summary.
 - Ask for an opinion on the comic book (when doing so, use the gambits previously seen)

OTHER SPEAKING ACTIVITIES

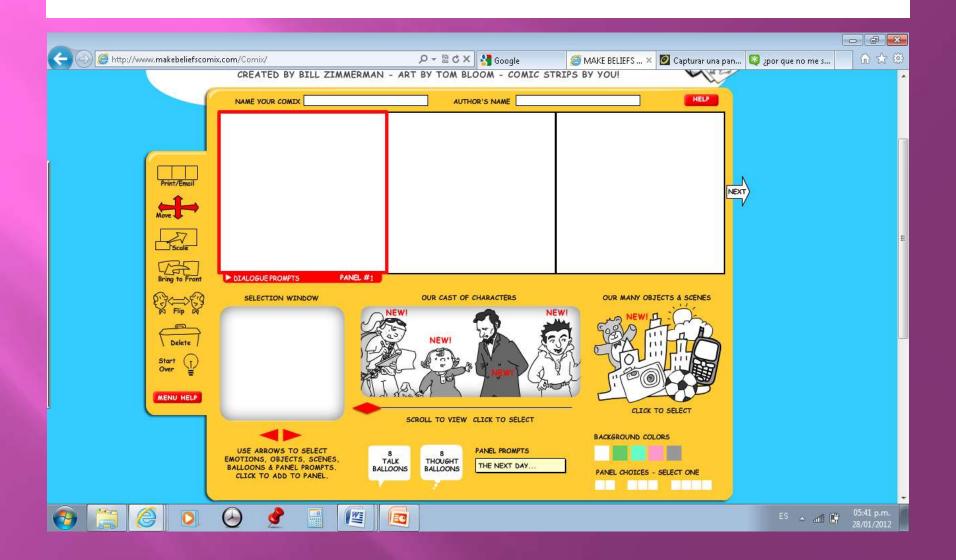
- * Finishing the story
- * Find someone who
- * What if...
- * Balloons out
- * Who said what

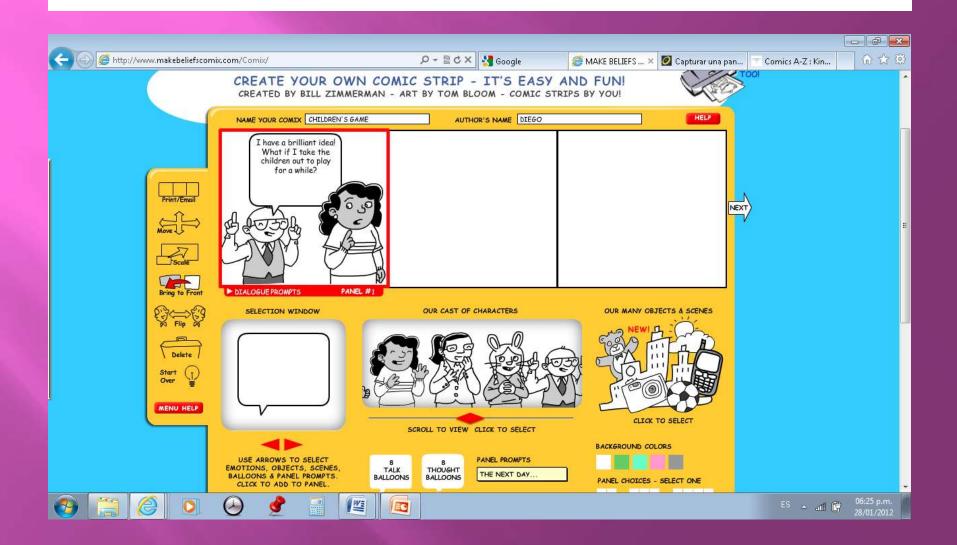
Versaci (2001) found that comics are more likely to encourage students to participate in discussion than more accepted forms of 'traditional literature'.

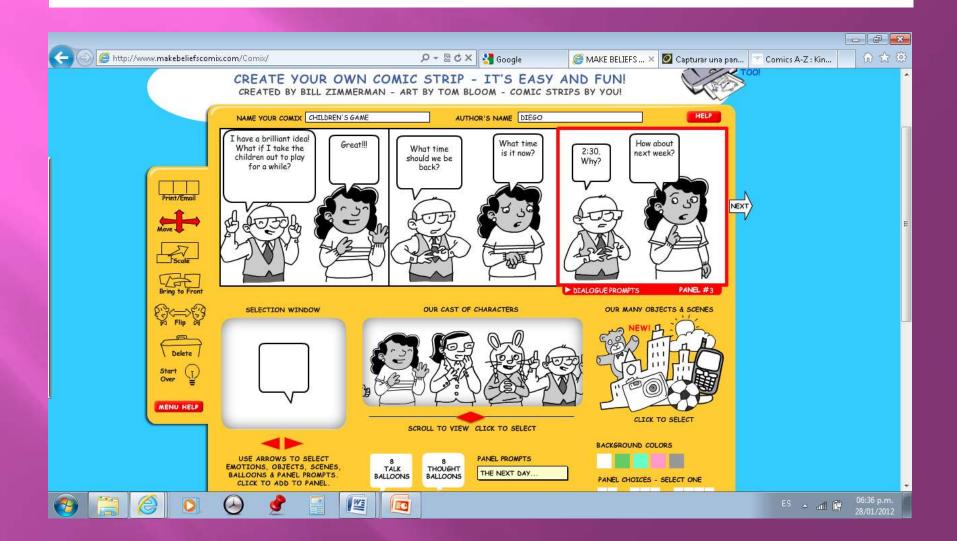
LISTENING ACTIVITY

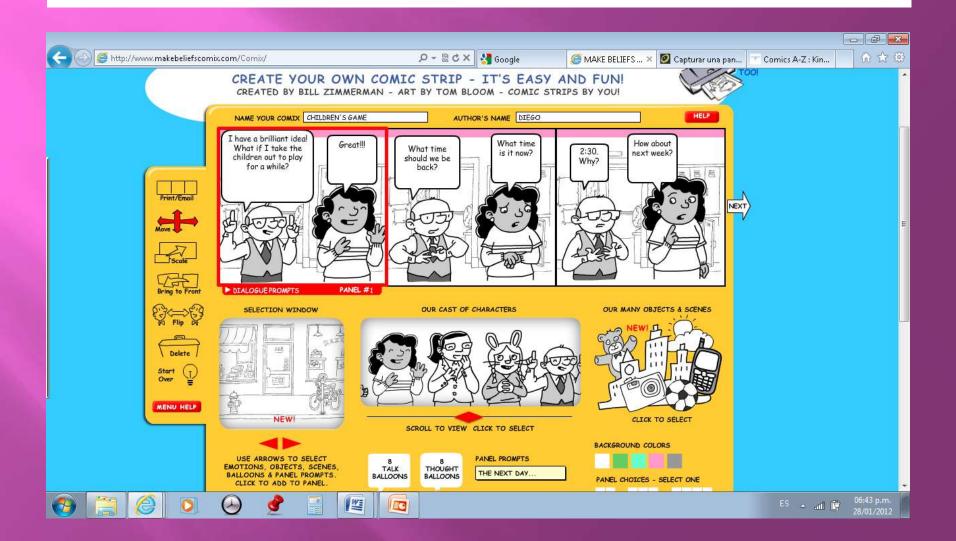
- Group level: any (might be adapted for lower or higher levels)
- Objective: to work on physical description; improvement of listening, speaking and writing skills.
- * Material: student A should have the complete comic strip while student B should have his/hers with only the frames or with the content of the speech balloon deleted.
- * Procedure: student A reads the content of the frames randomly, and student B has to identify what frames the dialogues belong to.

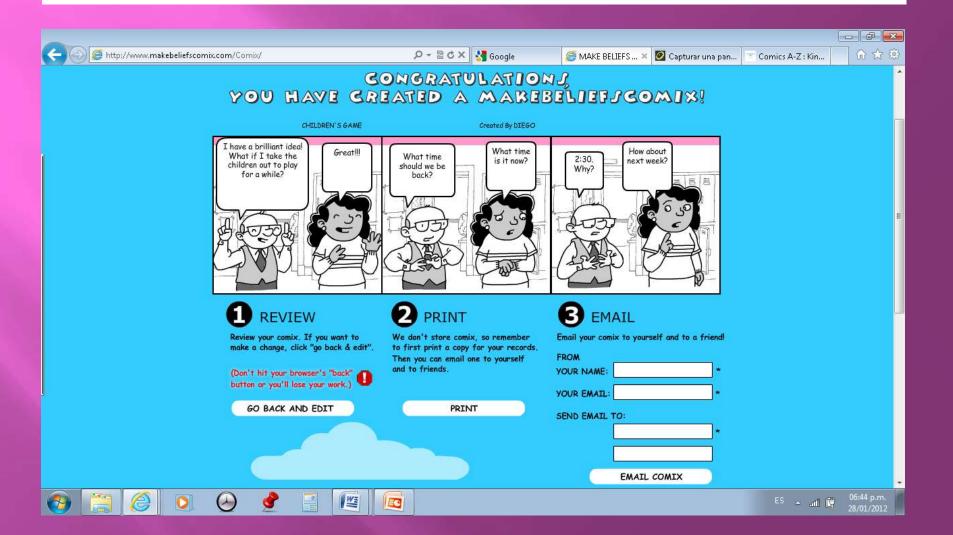












EXAMPLE OF AN ACTIVITY USING MAKEBELIEFSCOMIX.COM

- Group: A2 level; ages 12-14
- Objectives: review dialogues seen in class and create new ones to foster creative speaking / writing
- Background: all the dialogues used were seen in class; each dialogue comes from a different unit containing different vocabulary and grammar
- * Process:
 - 1) students were paired and given one dialogue
 - 2) they read the dialogue and practiced substitution drills

EXAMPLE OF AN ACTIVITY USING MAKEBELIEFSCOMIX.COM

- 3) students had to come up with a similar dialogue following 3 rules: respect the situation; respect the structure shown; include new vocabulary.
- 4) once in front of the PCs, students had to negotiate with their partners (characters, dialogue, vocabulary, grammar, details)
 - 5) started writing and continued with negotiation

BY DOING THIS WE: foster creative writing; help eliminate writing = evaluation concept; promote negotiation; review structures and vocabulary.

SOME OF THE STUDENTS' WORK



ANOTHER EXAMPLE WITH A COMIC CREATOR SOFTWARE

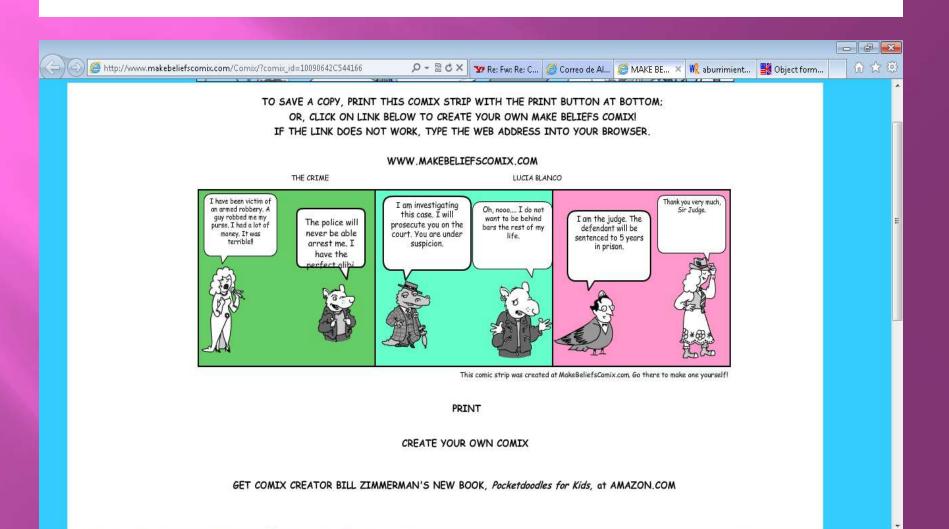
- Group: B2 level, adults
- Objective: to foster creative writing, improve ideas organization, review vocabulary, help eliminate the idea of writing = boredom
- Background: writing is part 2 of a two-part activity
- Process: 1) 1 unit per student to review
 - 2) students created a 10-word list
 - 3) gave them oral practice papers for them to give an opinion on a topic
 - 4) they had to include as many words from the list as they could

ANOTHER EXAMPLE WITH A COMIC CREATOR SOFTWARE

- 5) after speaking, writing. Rules: students exchange lists; each student creates a comic strip including at least half the words on the new list + functional language seen before
- 6) comic strips were printed, workshops created for students to analyze the different strips (names were removed)

By DOING THIS WE: we integrate practice for the oral evaluation, vocabulary revision, and foster creative writing, peer correction and critical thinking.

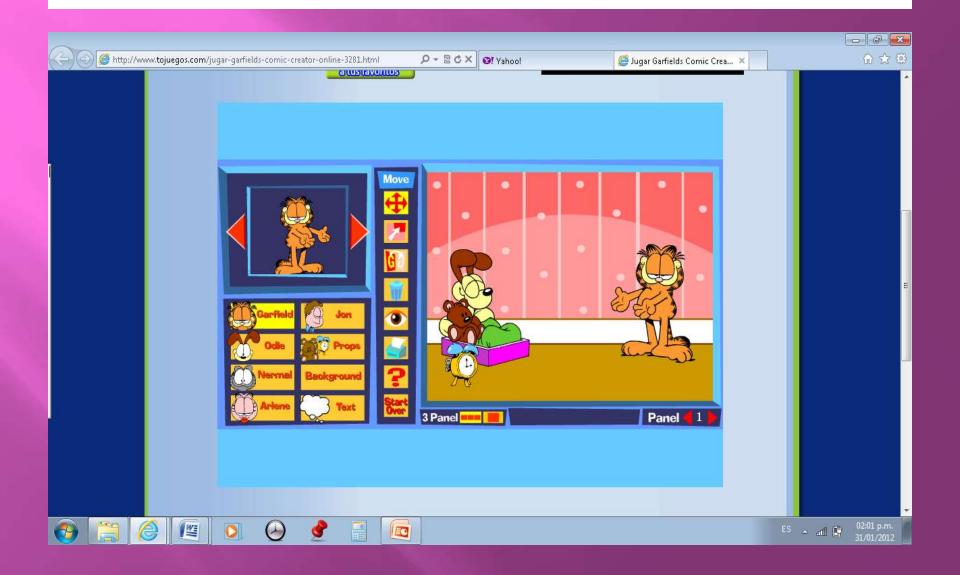
SOME OF THE STUDENTS' WORK

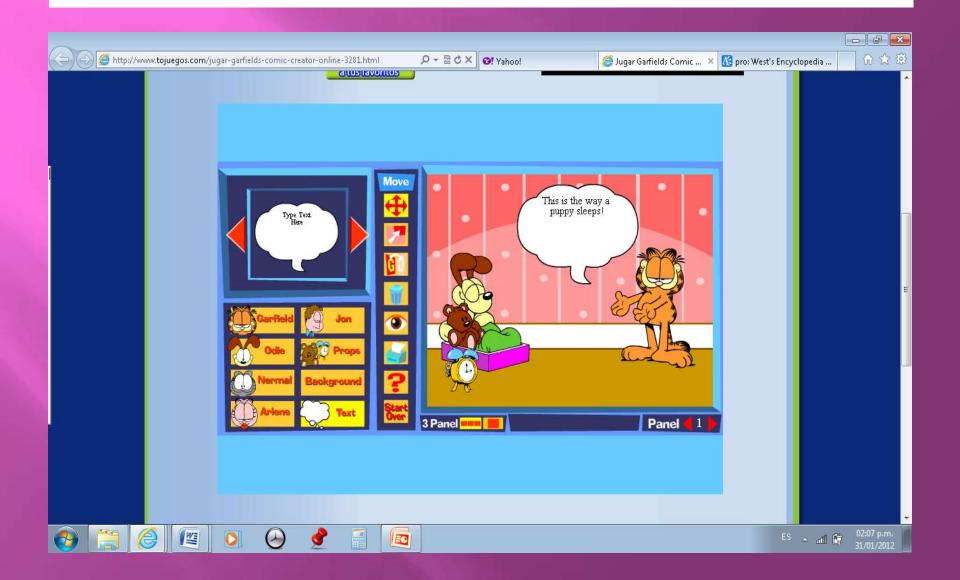


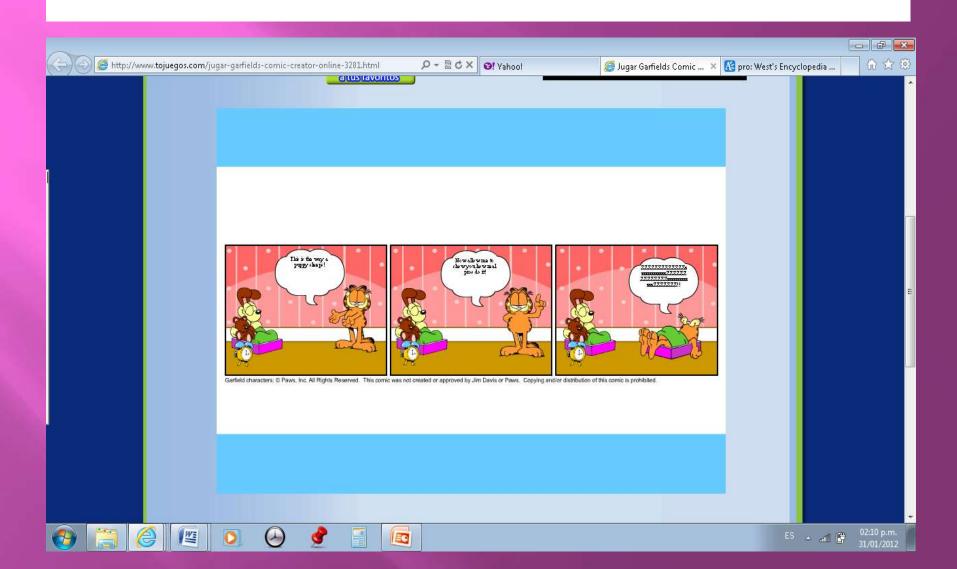
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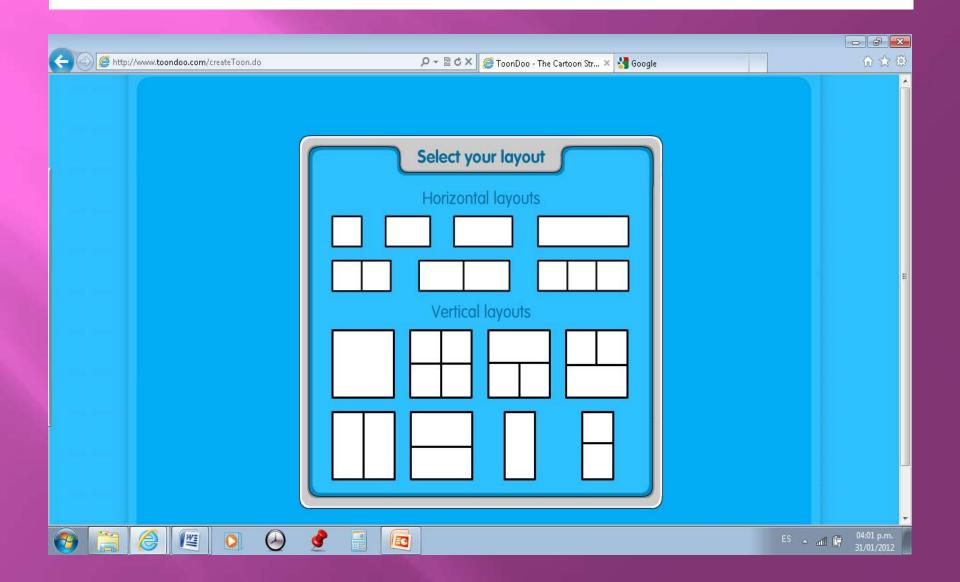




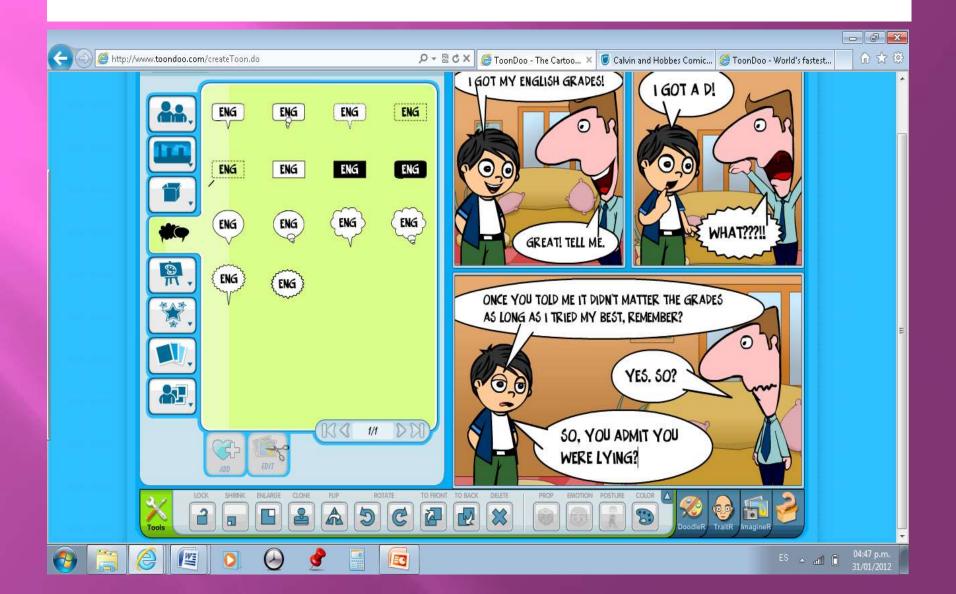














MORE SOFTWARE TO BEAR IN MIND



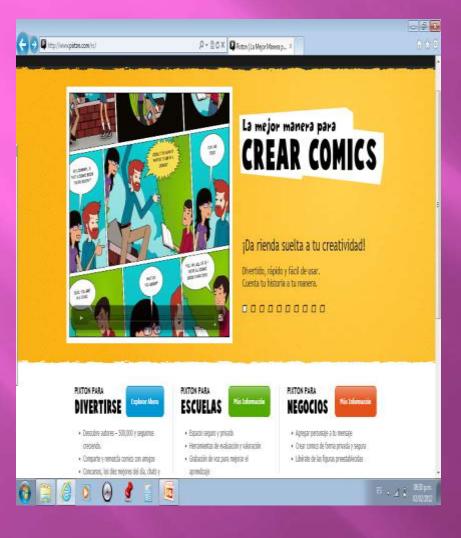
COMIC CREATOR

PRO: - easy to be used

CON: - limited features

- no color

MORE SOFTWARE TO BARE IN MIND



PIXTON.COM

PROS: - wide variety of pictures to choose from

interfaceeither in English orSpanish

MORE SOFTWARE TO BEAR IN MIND



CHOGGER

PRO - allows you to create comics from pictures / photos

CON - there aren't images to choose from; you have to create your own comic from scratch

IDEAS FOR PROJECTS

- * CREATING A COMIC BOOK
 - assigning students different roles and going from brainstorming sessions to printing
- * EDITING COMIC BOOKS
 - using already existing comics
- * PHOTO ROMANCE NOVELS
 - using cellphones or cameras

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